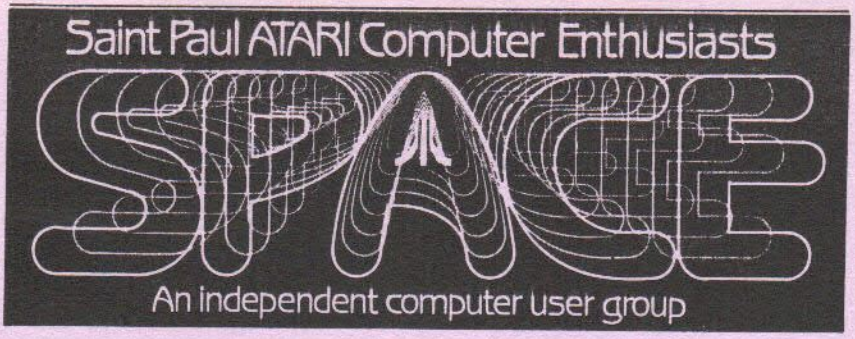

JUNE 1987

SPACE Meeting — Friday, June 12 at 7:30pm
MAST Meeting — Friday, June 19 at 7:30pm
At the Falcon Heights Community Center
2077 Larpenteur Avenue West

MAST PROGRAMMERS Meeting — Monday, June 22 at 7:30pm
At First Minnesota Bank Building - second floor
Lexington and Larpenteur, in back of building

Bruce Haug	President	774-6226
Jim Schulz	Vice President MAST Co-Chair MAST Disk Librarian	537-5442
Bob Floyd	MAST Co-Chair Newsletter Editor	484-7576
Joe Danko	SPACE Secretary	777-9500
Dan Stubbs	MAST Secretary	433-3708
Bob Siede	Treasurer	489-3982
Frank Haug	SPACE Disk Librarian	774-6226
Jim Siede	SPACE Paper Librarian	489-3982
Neil Palosaari	MAST Paper Librarian	646-1272

SPACE Bulletin Board	774-0135
MAST Bulletin Board	560-9254

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BYTES FROM THE PRES
by Bruce Haug

By the time you read this, I'll be back from CES in Chicago. I hope to have the latest news for both the 8-bit and the ST. Come to the June meetings, and get the info. I hope to bring back what written material I can and make it available for everyone to READ !!

Remember the 5 year Birthday Party in JULY !!! Remember the local ATARI dealers. They and others will be donating door prizes for our JULY PARTY. Buy local when you purchase your next program, or accessory. Support our local dealers. They donate to our cause - let's help them.

I hope some of our past members come back and see us for the 5 year party. Come and see what you have been missing. Maybe you would like to join us again? Come back for a visit, it will be good to see you again.

****

This meeting come and see a LIVE demo of our BBS's. We will call up BOTH of them LIVE at the MEETING, and go through them, answer questions, show you the easy way to get around the BBS, and not miss anything. We will both UP-LOAD and DOWN-LOAD a sample program. Bring your Questions -- We will answer them. After this meeting we will answer BBS questions an a one to one basis. This is the last time for a group discussion on BBS's.

****

See you JUNE 12th and 19th
THE PRES

Addendum to "Bytes From The Pres."
CES NEWS

Just a quick note. I talked to Neil Harris, Director of Marketing Communications for ATARI Corp. The 80 column card is here now!!! The new 5-1/4" DS, DD floppy for the 8-bit is here now. The ST blitter, new ROM's and MEGA ST are due in JULY? - Christmas for sure !!

Come to the meeting free handouts from CES. If you do not have a modem be sure you come June 12th. An 8-bit member could go home and sign on to a

BBS. More details on CES at both SPACE and MAST meetings.

The Pres.

Meeting News for June
by Jim Schulz

June 12, 1987 - SPACE Meeting - This month Bruce gives us the lowdown on CES and all the latest and greatest rumors. Also a live online demo will be done of the SPACE/MAST BBS giving you a chance to see how it works and ask questions.

June 19, 1987 - MAST Meeting - This month Jim gives you the latest and greatest rumors from the world of the ST from CES and COMDEX. Also, a report from Bruce and Frank on their observations of CES. Finally, a demo of a new game called The Gambler from Keypunch and the new printer utility, Certificate Maker from Springboard Software and the first look at digitizing scanner for your printer as well as all of the latest games and application software for the ST. Also a demo of hidden animation feature of NEO version 1.0.

June 22, 1987 - MAST Programmers Meeting - This month Chuck explores the world of resource editor and tells us of his discoveries and problems in his quest to conquer the Atari developer resource editor. Also the latest news on the new version of OSS Pascal and GFA Basic as well as some good conversion about all facets of ST programming.

Finally, don't forget the July meeting of SPACE for the first annual birthday bash for the fifth birthday of SPACE with cake, pop, coffee, snacks, and door prizes. All SPACE and MAST members are welcome as well as all future SPACE and MAST members. For meeting times and locations, check the front cover of this month's newsletter and for meeting updates call the two SPACE/MAST BBSs, SPACE/MAST East (774-0135) for the latest SPACE and MAST news and SPACE/MAST West(560-9254) for the latest MAST news.

Notes from the VP
by Jim Schulz

Well, I'm back after a couple months of life adjustments with the latest and greatest news in the world of 8 bit computing. The biggest news this month is the CES - Consumer Electronics Show in Chicago going on as I write this and being attended by our president Bruce Haug and his family. Up until tonight, I had very little news about CES. News this year is slow to come. Why, no super announcements and no new machines. But for the first time, I have more news about 8 bit announcements than I do about the ST. So here we go....

This month's headlines include..... What's the latest news on Atari's infamous 80 column box and modem???? Will they ever be released????.... What, Atari announces a new ???? for the 8 bit.... Stay tuned.... Atari announces a new ad campaign to launch the XE game machine..... The XE game machine, our 8 bit future???.... How about some new software for the 8

bit????.... Atari stock splits????..... What's new with the BBS???..... It's coming.... Are you ready???.... What else is in this issue for you and what's coming up at the next SPACE meeting?????? So let's get going.....

First off, Atari showed the 80 column box and the modem at CES. They now give a delivery date of July. Their latest excuse is that there was a delay in the delivery of the main chips. But now all the chips are available and ready for manufacturing. Let's hope so. One note on the modem which I have picked up. The modem will be shipped with just the modem and no software or SIO cable. This is to sell to both 8 bit, ST, and other computer owners without labeling the modem as an 8 bit modem. A separate software and cable package will be sold with a copy of SX-Express by Keith Ledbetter and an SIO cable for about $20.00. Remember, July.....

July will be a big month for the 8 bit as another new product will be available as rumored at the last SPACE meeting. Atari announced a new double- density disk drive which is faster, smaller, and compatible automatically with all other software densities. The new disk drive, XF551, will be a compact 5 1/4 inch drive in XE gray, about 3/4 the size of the 1050 drive, and 2.9 times faster. The drive will come with a new DOS called ADOS written by OSS and will include a tree structure allowing directories and an easy toggle between menu and command operations. The price for the whole package is about $160. Availability for the new drive is set for July. The 3 1/2 inch is drive is dead from Atari's standpoint for the 8 bit computer. Let's all hope they make this date.....

Atari has finally decided that advertising will sell computers. I don't know what took them so long, but Atari announced a new marketing plan at CES for the video games and personal computers. Starting in September, Atari will again return to television with 4 new TV ads as well as comic book ads, and in store hardware and software demos. The ad campaign is to run through New Year's Day. Ads will feature the 2600 and the new XE game machine, a repackaged 65XE computer. ST ads will also be done with the ST budget quadrupled over last year. Let's all hope that Atari finally starts telling others about what we have known for years.....

One thing to note, the XE game machine is the future of the 8 bit computer. This might seem dumb, but Atari's philosophy is that this is the only way to sell it today. If they sell it as a game machine, Kmart, Target and Sears will again start selling as a video game machine, not knowing that it can also be a computer. With the resurrection of the Atari extensive cartridge library, it is a video game machine. Whether these chains will carry the disk drives and the printers is doubtful. They don't want to be in the computer business again. If Atari is successful, the 8 bit will live on. In today's market, this is their best bet. Good luck, Atari.....

Ok, how about some new software????? Well, we won one battle. Springboard Software, locally, cried uncle and have announced Newsroom for the 8 bit. It might be nice to give them a call and say thanks. This fight has been going on for years and we finally won. DataSoft announced Video Title Shop for creating colorful animated title screen for video tapes for $29.95. They also announced Alternate Reality-The Dungeon, the second installment in the series for $29.95. SSI announced an agreement with TSR to bring Dungeons and Dragons to 8 bit Atari by Christmas. Looks good, expect to hear more from Bruce upon his return....

Finally, Atari announced on the first day of CES that sales were up 45% for the first quarter over last year to $65.1 million for 1987. In addition, Atari announced a 2 for 1 stock split. This news bumped Atari's stock price up $5.00 per share to over $30.00. Atari is looking good.....

Have you called the BBS lately???? If you haven't, give it a try. I think we all owe Bruce, Joe, and Frank alot of thanks for their effort in putting a first class BBS in operation. Now all we need is you. So give it a call at 774-0135. I get on about once a day, so if you have any questions let me know. Also I will be uploading all of the news about CES in the next few days so by the time you read this it should be there. Also other text files full of news are also on the way so stay tuned.... as well as the arrival of ZMAG, the on-line weekly magazine for Atari.

It's coming..... Are you ready???? Yes, July is our fifth birthday and it's time to celebrate. For our July meeting, we will have a party with cake, pop, and door prizes. But we will need some help from you for some additional food. So come to the meeting and volunteer. Remember, it's time to celebrate.

What's new at this month's meeting..... Well, first off we will get a first hand account of all the news from CES from Bruce, our president. Bruce should have complete news about all of the stuff mentioned here and more so come and be informed. Also, we will have an on-line demonstration of our new SPACE BBS with Bruce, Frank, and Joe giving us all helpful hints on how to logon and maneuver our way through the SPACE/MAST BBS. This should be a good meeting. As well as the infamous SPACE DOM.....

What's new in this month's newsletter..... Well, the return of the 8 Bit Xtra includes an article picked up in my travels through the BBSs. This month, we look at a hardware fix for sticky console keys on the 130XE. Next month.... more hardware mods or a look at ICD.

Well, that's it for this month.... Lots of news and information. Finally, if you own any new or old piece of software, bring it along to the meeting and demo it for the group. There is still alot of good software out there, but we need to see it to believe it. It would especially be nice to see some of the new software mentioned here and at the meeting. Well, happy computing and I'll see you all at the next SPACE meeting and on the SPACE/MAST BBS.

SPACE ATARI USER GROUP
MONTHLY MEETING FOR MAY
Recorded by Joe Danko, Secertary

1. Meeting called to order on MAY 8th at 7:30 PM by President Bruce Haug. Approximately 40 members present.

Bruce opened with a report concerning an interesting individual that contacted us through the BBS. This person is heavily involved in the ATARI BBS scene around the country and promised to upload a lot of public domain software in the future. He is looking for the AMS composition program. The full name is Advanced Music System. There was discussion about where it

came from and who markets it now. Also discussion about something called AMS II and AMS construction set. Does anyone have some answers???

Your loyal secretary happens to own AMS and it came from APX. APX-20100
Author: Lee Actor
3345 San Marino Avenue
San Jose, CA 95127
(408)251-7624

I have seen ads in ANTIC and ANALOG for AMS by Lee Actor, but not lately.

2.Vice-president's report and ATARI news.

ELECTRONIC ARTS officially owns BATTERIES INCLUDED now and states that due to poor sales in the recent past they will not market any more new 8-bit software.

ATARI 1200 baud modem will be starting production in June. Atari 80 column display adapter is said to be starting production in June. ATARI says that the 3.5 inch disk drive is cancelled but they will market a double density, double sided 5 inch disk drive.

ATARI/COMMODORE lawsuit: ATARI WINS! Settlement terms not revealed!

Rumors of a $99 disk drive for the 65XE GAME SYSTEM are incorrect. It will use standard ATARI peripherals.

3. Treasurer's Report

Income = $467
Expenses = $1100
Balance at end of April = $794

4. Secretary's report - See the current newsletter.

5. Newsletter Editor

Bob missed the meeting due to a Mothers' Day celebration. Bob insists on a deadline of the Monday 10 days prior to the next meeting for submission of input for the next newsletter. Contact any club officer if you can't upload your article to the SPACE BBS.

6. PAPER LIBRARY

Jim Siede, Librarian, will no longer bring all of the magazine back copies to meetings. If any member needs old magazine issues, call Jim at home. His phone number is on the front of the newsletter. Jim will bring current newsletters and magazines.

7. BBS NEWS - The BBS is up and operational on the following configuration:

130XE
MIO/1 MEG from ICD
1050 with US DOUBLER from ICD
R:TIME8 Clock/Calendar cartridge from ICD

MULTITECH 224EH 300/1200/2400 baud modem
BBS EXPRESS running under SPARTADOS from ICD.

Frank Haug is the current SYSOP. The BBS phone number is 774-0135. Bruce Haug discussed the fact that the BBS is always up except for a bug involved E-mail file space.

What is E-mail???? Most BBS's have it: Messages that are addressed to a specific user on the BBS and readable only by that user. On BBS Express this is the only way to direct messages to a specific user.

8. Ribbon Re-inker

Larry couldn't make the meeting. The rest of the officers fumbled the ball and the nine ribbons Larry re-inked didn't show up. Larry says that ribbons may be dropped off or picked up at his place of work on the fifth floor the ROSEVILLE PROFESSIONAL CENTER at Hamline and Highway 36.

Larry Vanden Platz
850 Emerald Ct.
New Brighton, MN 55112
PH. 636-2415

Most ribbons can be re-inked for $1, large ribbons for $2.

9. Old Business

SPACE 5th BIRTHDAY PARTY: Date set for the meeting on July 10th. The club will provide drinks and a cake. Donations of chips and dips will be accepted. There will be door prizes and other amazing events.

10. Offers and Deals

WIZARDS WORK: DOTS PERFECT ROM replacement upgrade for EPSON FX, MX, RX series printers. Price is $79.95. Near Letter Quality, tiny condenesd print, skip over perf, etc. SPACE members pay $69.95.

The club's 850 interface is still for sale. $85.00

Monochrome monitors: ACME ELECTRONICS, various colors and sizes from 5 inch to 12 inch. Most require an external unsupplied 12 volt power supply. Prices are $37.50 without power supply and $64.50 with power supply.
All have very sharp high resolution suitable for 80 columns.

11. Disk of the Month

DOM software explained and demonstrated by the Disk Librarian, Frank Haug. Featured were a user written banner printing program for any printer by Glen Kirschemann, a public domain MONOPOLY program and an improved PRINTSHOP graphics editor.

ANALOG DOM had not arrived as of the date of the meeting.

12. Service problems/information

Someone was looking for an ATARIWRITER print driver for an EPSON LX80.

ANTIC has a PRINT DRIVER CONSTRUCTION SET for sale. ATARIWRITER-PLUS has its own.

13. Demonstarations and Tutorials

Joe Danko demonstrated the shareware text-editor TEXTPRO version 2.5r, the latest upgrade. This version has a feature that allows files to be segmented and processed in pieces such that any size file up to one disk side can be handled. The upgrade is available on the SPACE BBS and Library. The entire older version is available as a package from the Library.

DOM Stuff
by Frank Haug

Well, this month thanx to our counter-part SPACE (Seattle), we were able to put together a DOM before I went to the CES.

The June 1987 DOM:

1. ORGEGON -Tgame- A classic, make your way out west.
2. CHECKERS.COM -Game- Its slow at times and you must jump if possible, but its the only checkers game (PD) I know of and its good. One player vs. computer.
3. CHESS.COM -Game- An excelent version of Chess. One player vs. computer.
4. THUNDER -Game- A great maze game. one or two player, joysticks 12 levels of difficulty.
5. TRIVIA -Enter- A nicely done trivia game. Six catagories with points for multiple choice answers.

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8 Bit Xtra
by Jim Schulz

This month, 8 bit Xtra returns with a fix that I found for troublesome function keys on the 130XE. If you are having this problem, check this modification out and see if it helps.... Next month, more hardware mods or maybe a look at the future of ICD and the Atari Computer. Until then, happy computing.....

****

XE CONSOLE KEY FIX... THAT REALLY WORKS.
by John Nagy, SYSOP of the CHAOS BBS

I found that I was not alone when I started having trouble getting my console keys to work on the ATARI 130XE the CHAOS club used for its BBS. It seems that very many of the machines develop this problem. I asked around and found several others that had done as I did, opened the keyboard and cleaned the button contacts, only to get good results for a week or so before losing them again.

I then received a couple reprints of articles suggesting hardware fixes. I

tried a couple that did not work, but one that worked the best came from Alan Haskell (printed in the SBACE GAZETTE,April/May '86). Here's how, with a small modification to save you the trouble I made for myself trying his recommended installation.

You will need a small phillips head screwdriver, needle nose pliers, a small soldering iron, and three 3k (3,000 ohm) resistors. Quarter-watt rating is plenty, in fact, the smaller the resistors are physically, the better.

1. Turn over the XE computer and remove the 4 screws that hold it together. Turn the computer over again and remove the top half of the case.

2. Lift out the keyboard and gently pull the ribbon out of its connector. DO NOT OPEN THE KEYBOARD as cleaning internally will not help, and you may damage the carbon tracks on the baking sheet inside.

3. Remove the motherboard from the lower half of the case by removing the phillips screws holding it down.

4. Remove the top and bottom metal shields from the board by carefully straightening the bent tabs that go through the board.

5. Observe the top and underside of the connector you pulled the keyboard ribbon out of. As seen from the top as you would look at the computer normally, there are 24 connections, with connection #1 at the left and #24 at the right. Connection #3 (from the left) is the ground connection. The last 4, #21, #22, #23, #24 are the START, SELECT, OPTION, and RESET connections. When a connection is made from these points to the ground, the computer will know one or several of the keys are being pushed. Due to a design problem, the console keys have a bit too much resistance to always register even when you really lean on them. So, we will install the three resistors between the connections and ground so as to "leak" a bit more ground signal to the computer. That way, not nearly so good a connection is required by the actual keys when pressed.

6. Identify the proper pins on the bottom side of the circuit board. We will install the resistors under the board.

7. Solder one end of all three resistors together. Then connect this common end to the ground connection (pin 3). Then solder the free end of the resisters, one each, to pins 21, 22, and 23. (The reset system never seems affected, nor any other keys.)

8. Be certain that the wires on the resistors do not touch each other nor any other circuitry! Use as little solder and as short a heating time as possible. Tape the resistors to prevent shorting if needed, and press them close to the circuitboard.

9. Reassemble the shields to the board, bending back the tabs to hold it all together. Look inside to be sure the resistors do not touch the lower shield.

10. Complete the re-assembly, taking extra care not to stress or insert the keyboard ribbon too many times. The spring contacts bend easily, and the conductive coating on the ribbon, if scratched through, will cause the

keyboard to be useless. Don't worry too much, that's hard to do if you are careful. (The original mod suggested pressing the resistor leads into the connector so as to make it solder-free and simpler.... but that "simplicity" ruined my connector and made hour more work! Solder it!)

11. Test the repair. Power up the machine and type in this one line basic program:

```
10 PRINT PEEK(53279):GOTO 10
```

Then type RUN. You will see a row of 7's down your screen. Push OPTION. They should turn to 3's. SELECT will give you 5's, and START's will give you 6's. Combinations will give other numbers from [number missing - ed.] to 7. If each key responds, you have finished the repair.

This has permanently fixed the problem on dozens of XE's. It has restored my keys to "feather touch" after a long siege of having to boot 5 or 6 times mashing the OPTION key trying to get a boot without BASIC. It WILL work for you.

NOTES FROM THE EDITOR (and MAST CO-CHAIR)
by Bob Floyd

Well, this my third newsletter, so it must be better than when I first started (right?). By popular demand, I've reverted back to the book style of newsletter, ala Bob Rhode. I hope that you nameless, requesting souls are happy, since this method costs me an extra hour and a half every month. Actually, you are not really nameless souls because you now are on the "prospective officers" list for the next election (Was that a joke? You won't know for sure until later, will you?).

Along with this change of format comes a request for how best to submit your articles. ST-Writer and ATARI-Writer (without needless carriage returns) are still the preferred file types. The next best way is "printed to disk" with a left margin of 1, right margin of 75, top & bottm margins set to 0, and right justification turned "ON". Actually, I'd be happy with anything. It is preferred that you upload the article to the SPACE BBS (774-0135), or submit it to me on disk at a meeting or in the mail. My address is 955 Connor Avenue East, Maplewood, MN, 55109. Thanks, and get me some articles!

While on the subject of "change", I feel I must repeat something recently very well stated by Joe Waters, editor of "Current Notes". Basically, Joe says that if you are dissatisfied with your club in any aspects, you have two choices - quit, or do something about it! That puts it very succinctly. The reason that I mention this is that rumor has it that most, if not all, of the elected club officers will not be returning after elections. This is not because there is a sudden dislike for the club, since this is really not true. It is just that we are getting tired of doing everything. Now, you may ask, why harp on this in June when the elections aren't until November (although, nominations start in September)? Well, you folks out there had better start thinking about it now, so that you know (and we know) who you are by election time.

Also, there is some dissention out there about the relationship between SPACE and MAST. Do you know the best way to deal with this? It is to become an officer, or at least submit changes to the bylaws. Orderly change is always the easiest method.

Also, there always seems to be some dissention between the various ATARI User Groups in town over one unimportant thing or another. We shouldn't be undermining each other, but rather be helping each other. Doesn't it seem about time that all groups got together? There could be one overall club (no meetings other than as the board) and 5 SIG's. The clubs keep their individual identity, but share in many aspects, such as newsletter, downloading, DOM's, etc.. Of course, these are only my opinions (not necessarily the board's) and no one else may agree with me. But, think about it, anyway. 'Nuff said.

Notes from the Co-Chair
by Jim Schulz

Well, I'm back writing again for the newsletter after two month leave of absence and probably some of the worst experiences of my life. But on to bigger and better things. First off, I would like to thank you all for your help and those of you who have waited for the last two months for me to get caught up on the disks of the month. Now, what's news and exciting.... Well, first let's take care of some old business from the last two months.

First, in the last two months, I have heard quite a bit of bad mouthing of our SPACE president Bruce Haug. I think one thing that should be said that even though Bruce does not own an ST, he does support the MAST group 100%. Bob and I really don't do all of the chores leaders of the club would do. Bruce does quite a few and is always willing to help. MAST would not exist today if it wasn't for Bruce. Bruce was one of the original supporters of MAST and has helped us all along the way. I think we all owe Bruce a debt of thanks. Now, with the issue of SPACE/MAST BBS being run on a 130XE, MAST is not spending any money to support this BBS. The money spent was all SPACE money so none of the MAST membership fees or DOM sales have currently gone to support this BBS. In return for this, the SPACE/MAST BBS currently has a message base for ST users and will soon have a download section for ST news and information gathered by yours truly and others. Through all of the problems and complaints, the SPACE/MAST BBS has been quite reliable and been down very rarely. I think we all owe Bruce and Frank our thanks for getting the BBS started and running as well as it has. Currently, MAST's participation in the SPACE/MAST BBS or SPACE/MAST East is rather questionable. If there is no MAST usage, MAST will not support the BBS moneywise. The SPACE/MAST East board needs a hard drive to really become more viable, but MAST's stand is unless you use it, we will not support it. I would strongly urge all MAST members to call it up at 774-0135 and give it a try. And leave a message, question or comment on the ST to start the ball rolling. I am on the board at least once a day so if you need me, leave me a message. I have been even remote sysoping the board this past weekend while Bruce has been vacationing at CES. My feeling is that we should give it a try and check it out before prejudging from past discussions. Enough said on that topic.

Now on to our BBS, first off I think we all owe Steve Pauley a big thanks. In addition to getting the BBS started and running, Steve purchased a new PC, a new hard drive, and a new 2400 baud modem to run the BBS off of. All of this out of his own pocket. Please note that currently MAST's moneywise is only supporting the BBS for the cost of the installation of the phone line and the monthly phone bill. I have proposed and it will probably be passed that we compensate Steve about $10.00 a month for the wear and tear on his equipment. Even with this, the cost of the BBS is only about $30.00 a month which I think is quite cheap. Steve has also waded through all of the massive amount of uploads from the old Mindtools BBS and reorganized them. I have rarely seen the BBS down and most times is quite busy. MAST's board, now called SPACE/MAST West, is up 24 hours a day at 2400/1200/300 baud and can be reached by calling 560-9254. This is your board so use it. I try to get on at least once a day, but the phone gets quite busy at times. Make it impossible for me to call. Keep the board busy. If you have any problems or questions about the SPACE/MAST BBS, give me or Steve a call and we will take care of your problems. Use the MAST BBS as your source for the best in ST information and news. Coming soon to the MAST BBS... All of the latest news and rumors about CES. I currently have about six or seven articles about CES and Atari which should be up on the MAST BBS by the time you read this. For information will be uploaded as it become available. Also look to the MAST BBS for a preview of each month's meeting the week of the meeting by yours truly with an update on demos, news, and DOMs and ideas for this month's programmers meeting. Check it out today.

Now for some questions???? Where have all the MAST members gone??? I missed the March meeting for family reasons. April, we had a small crowd and May, we had a little bit larger crowd. In April, I'm told that everyone was gone because of Good Friday and in May, because of the fishing opener. I hope that these are the only reasons. If you haven't been to a meeting lately, why not come back and check us out???? If you have a problem or a question about MAST, drop me a line or give me a call and I will try and resolve and answer any questions. Remember, MAST is your club and I am trying to run it the way that you, the members, wish. If you want things changed, let me know. We are always open for suggestions. Please remember, questions and criticism at MAST do not equate to volunteering. Unless we hear from you, we don't know if we are doing something wrong. Anything is fair game. MAST is a user group which I have shaped off of your suggestions and will continue to shape this way. I hope to see all at the next meeting. MAST is here to serve you.

Next up, this month's meetings..... At this month's MAST meeting, we will spend the bulk of the time going through all of the new rumors from this month's CES and COMDEX shows. Also Bruce and Frank as well as any other CES attendees will report on their observations of CES and its highlights. Also we will return to our standard multitude of DOMs with a vast array of good public domain software. And finally, demos will include the new printer digitizer from SoftLogik if it arrives otherwise we will show some of the nice pictures, the new game from Keypunch software Gambler, Certificate Maker from SpringBoard software, possibly a demo of the new 3-D glasses from Antic, and a look at the hidden animation feature of Neo version 1.0. Also, I will get some of the latest and greatest new software not out as I write for demos as well. This should be a good meeting for one and all. At this month's MAST programmers meeting, Chuck Purcell is

preparing a discussion of his discoveries and problems with the Atari Resource Editor. Chuck has been spending the last few weeks working on this and will tell us of his observations. Also, the latest news of the GFA BASIC and OSS PASCAL updates will also be discussed. Finally, our general discussion of programming and the ST. For those who don't know, on the Monday following the MAST meeting, MAST holds a programmers meeting for the programmers of the ST to chew the fat and discuss what is ever on their minds. This meeting is very freeform and I never know what is going to happen until it happens. The members make this meeting, yet I have always learned something new and have been informed by it. Stop by some Monday night and check us out. I'm sure you will enjoy it, too.

Next up, programmers meeting name.... It was mentioned at a previous MAST meeting that the MAST programmers sig should also a short name like MAST and SPACE. Well, no one responded until I got a list of names from Dale Lindblad, MAST/SPACE member and resident Print Shop expert. He volunteered four names for our consideration. These will be discussed at both MAST meetings this month as well as suggestions from the floor. Here are his suggestions.... MOPS (MAST Operating/systems/and Programming Sig), MASTERS (MAST Extra Research Sig), MPS (MAST Programmers Sig), and MAST/PLUS (MAST/ Programming Language Users Sig). Check these out and think of any new ones for possible names. Thanks Dale for all of our suggestions.

Next up, projects.... I have two projects that I would like to get going in the next few months. First up, I would like some programmers to start working on some public domain PrintMaster utilities for creating, and manipulating the icons, fonts, and borders of this utility program. I have come upon a number of icons from a number of sources and will be culling these together over the next few months and it would be nice to some utilities to go along with them. If you have time and are willing to help, let me know I have a number of ideas and I am willing to accept ideas as well. When complete, this project could be very profitable to MAST. More on this later. Next, I have recently ordered some cheap 3.5" single-sided and double-sided disks for testing purposes for the club. What I need is disk testers to put these disks through their paces and get back to me to tell me if they are any good. These disks are selling for 89 cents for singles and 99 cents for doubles. If they test out good, MAST will start using them for our DOMs and we will also offer them to the club as group buy. How the testers will get the disks and how much they will cost has not been decided. If you read this month's ST Xtra article on disks, you can probably tell quality varies quite a bit. So if you are willing to pound on some disks for MAST and report the results, let me know. The disks take four weeks to deliver so I don't know if they will make this month's meeting.

Finally, this month's newsletter marks the return of all of your favorite ST features. In this month's newsletter in addition to the Co-Chair's report, you will find Chuck's Notes, ST Xtra on the results of tests on 3.5" disks, this month's DOM news, this month's latest and greatest ST news, last month's secretary minutes and an article from Steve Pauley on the MAST BBS. Good reading for all.

Well, that's it for this month. Until the June MAST meeting, happy ST computing and I hope to see you all at this month's MAST meeting and MAST programmers meeting. Also online on the MAST/SPACE East and West BBSs.

MAST APRIL MEETING MINUTES
by Dan Stubbs

Bob Floyd opened the meeting. Jim Schulz explained the DOM's for April and for March. An ST specific bulletin board was discussed and an offer was made by Steve Pauley and Todd Burkey to use their computer for an ST BBS if the club would install and maintain a phone line. A vote was taken of those present and 18 people voted in favor of accepting this offer and no one voted against it. The ribbon re-inking service was discussed, give your tired, old ribbons to Jim or Bob and for 1 or 2 dollars (depending on ribbon type) you can have your ribbons rejunivated. In news and rumors, Jim reported that Batteries Included has been purchased by Electronic Arts. The blitter chip still does not have a firm completion date. The AMY chip is getting closer and the laser printer from Atari will be available in May. The Mega ST will come after the blitter chip is done. Neochrome version 1.0 is out. Wordperfect will be available in June or July listing at $395 but wholesaling in the $150-200 range. Magic Sac folks are testing a drive to go with the cartridge. The Atari - Commodore suit has been settled. The new ROM's will be speedier with some bugs in the AES fixed and with a 25% increase in floppy disk read and write. VT100 emulater cartridges are in the wharehouses ready to go. Demonstrations were given of the Monitor Master, which allows b/w and color monitors to be switched without rebooting and the FASTER SHELL program.

MAST MAY MEETING MINUTES
by Dan Stubbs

MAST's May meeting was held on May 15 at the Falcon Heights Community Center. The meeting was opened by Co-Chair Bob Floyd. Bruce Haug shared some information about the "Amateur Fair" that will be held June 6-7 at the State Fair Grounds in the middle of the race track and in the east room of the grandstand. Tickets are $5.00 at the door. Information about the fair can be obtained by modem at 300 or 1200 baud at 291-0567. Bruce also had information on a discount sign up for the BBS "GENIE". Next Jim Schulz reported on the six new disks of the month for May. Neal Palosaari reported that the club has about 12 books on the ST available to members for one month at a time; see Neal at the meeting. In the news and rumors department Jim reported that Electronic Arts has purchased Batteries Included and that they will release Paperclip Elite. They will reportedly use copy protection on all future releases. Atari was reported to have had $65 million in sales and $15 million profit last quarter. A new IBM emulator, the "PC Ditto", has been announced and will sell for about $90. New ROM's are coming that will be blitter compatible but will not need the blitter to function. Chuck Purcell reported that the blitter will be available shortly in Europe. Demonstrations were given of "Goldrunner", "Hardball", the new versions of "CAD 3D" and NEOCHROME. The programmer's meeting on Monday, May 18, had some general discussions and a demonstration of an interesting graphics program called "AIM".

New ATARI ST Bulletin Board For All MAST and St Users
by Steve Pauley, Sysop

I would like to invite all ST users to become members of the new MAST BBS. The phone number is (612) 560-9254. The board operates at 300/1200/2400 Baud, 24hrs per day. Every once in a while I may need to take the board down for an hour or two for personal use.

Access to this board is open to ALL MAST members and the general public. The phone service for the BBS is paid for by the MAST group members thru dues and sales of DOM's. The BBS is being run on an ST clone...Well sort of. Actually it's an Easy-Data PCXT, Seagate 30MB hard drive, Incomm Turbo 2400 Baud modem and Collie BBS software, all supplied by Steve Pauley. As a friend said, "PC's don't make very good computers for anything except maybe BBS's". This BBS went in service or on-line about May 1st. The BBS is still undergoing a few changes and I am open to suggestions at this point in the BBS design, so let me hear from you if you have any ideas.

The BBS features special interest file areas for uploads and downloads. These areas include MAST Info, New Uploads, Desk Accessories, Application & Productivity, ST BASIC source code, GFA BASIC source code, Drawing Programs and Picture Utilities, Demos, Doc. and Info. files, GEM stuff, Music, OSS Pascal source code, Pictures, Utilities, Modula-2 source code, C source code, and still adding new areas. I plan to keep 20MB+ of ST files for downloading on the hard drive at all times. If there is an area that you think you and other members could benefit from, let me know and I can add it to the list.

The BBS also has a very easy to use message base, where you can: talk to other BBS members, sell some old computer equipment, ask for help on a programming problem, spread some rumors or anything else that has to do with getting more out of your ST. You can leave private mail for another member or a public message to all BBS members.

The main reason I chose to use the Collie BBS program, was that it is easy to use and has a very natural menu structure. There are help files for you to use but most of the options will make sense the first time you use them.

At this point we have a small group (about 50) of BBS members, so you can help us grow if you will let other ST users around the city and country know about this BBS and phone number. I would like to see at least 300 members. The more people who call this board, the more news, info and programs we will have to share with each other.

So like the man says, "Pick up the phone...and give us a call". (612) 560-9254

Hope to see you on the BBS soon.

ST Xtra
by Jim Schulz

This is the first, I think, in a new series of articles found in my series of treks through the BBS network. This article includes tests of done on 3.5" disks by a magazine called the Diskette Gazette. I found this article to be quite informative considering the number of disks that I go through for the club each month. I hope you find this new series of articles to be informative. Until next time, happy ST computing.

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DISKETTE RATINGS

Our diskette ratings have proven to be quite popular with readers. The current ratings are updates from those published in previous issues of The Gazette. They summarize conclusions made after working with hundreds of thousands of diskettes, largely in a disk duplication environment. We also talk with a wide range of end users, other duplicators, disk suppliers and software publishers. International Datawares sometimes performs special testing of batches of diskettes for manufacturers. While the total number of double-sided projects are now allowing us to accumulate better and better data. The table that follows summarizes our results.

The ratings fall into five categories: Best, Excellent, Good, Poor, Bad.

We continue to rate Sony as The best, but JVC is close. JVC and Maxell are rated excellent. We have not tested all brands, and we have only seen a few examples from some suppliers so our results apply only to those we have tried in large quantities. BASF appears to have fixed problems they had earlier and they have moved up in our ratings. Memorex has been working to improve their quality and they have moved up in this issue. JVC has improved over the last year and we now consider them almost the equal of Sony.

SINGLE-SIDED

Sony single-sided Rating: The BEST!
Problem rate: Better than 1 in 5,000
Quantity tested: More than 185,000
Color: Comes in Sony dark blue, Apple beige
Comment: Apple's primary SS source. SS often works reasonably well as DS.

JVC single-sided Rating: EXCELLENT
Problem rate: Better than 1 in 4,000
Quantity tested: Over 50,000
Color: Comes in blue a shade lighter than Sony, can be ordered as beige in bulk.

Fujitsu single-sided Rating: EXCELLENT
Problem rate: Better than 1 in 3,000

Quantity tested: Over 15,000
Color: Standard blue. Can be ordered in bulk in Apple beige.
Comment: C.Itoh & co. is the importer for this product.

Maxell single-sided Rating: EXCELLENT
Problem rate: Better than 1 in 3,000
Quantity tested: Over 20,000
Color: Standard color is dark blue; Apple beige available in bulk.

BASF single-sided Rating: GOOD
Problem rate: About 1 in 2,000
Quantity tested: 20,000
Color: Beige similar to Apple beige.

3M single-sided Rating: GOOD
Problem rate: Better than 1 in 1,500
Quantity tested: Over 5,000
Color: Standard silver-grey; and be ordered in bulk with Apple beige.

Memorex single-sided Rating: ?
Problem rate: ?
Quantity tested: We have not tested enough of the new SS disks that Memorex is producing. The old black disks were rated as poor. The new ones are blue.

TDK single-sided Rating: ?
Others have indicated that TDK disks are quite good. We have not yet used enough to rate the product.

DOUBLE-SIDED

Sony double-sided Rating: The BEST!
Problem rate: Better than 1 in 5,000
Quantity tested: More than 70,000
Comment: Apple's primary DS/DD source. No significant media or package problems.

JVC double-sided Rating: EXCELLENT
Problem rate: Better than 1 in 4,000
Quantity tested: Over 25,000

GIST
From Antic Software
Reviewed by Ed Seward

GIST is by Gary Levenberg and Lee Actor. This is the product whose prototype was the basis of their column in the Winter START magazine. The purpose of GIST is to provide an easy means of designing better sounds and then including them in a program.

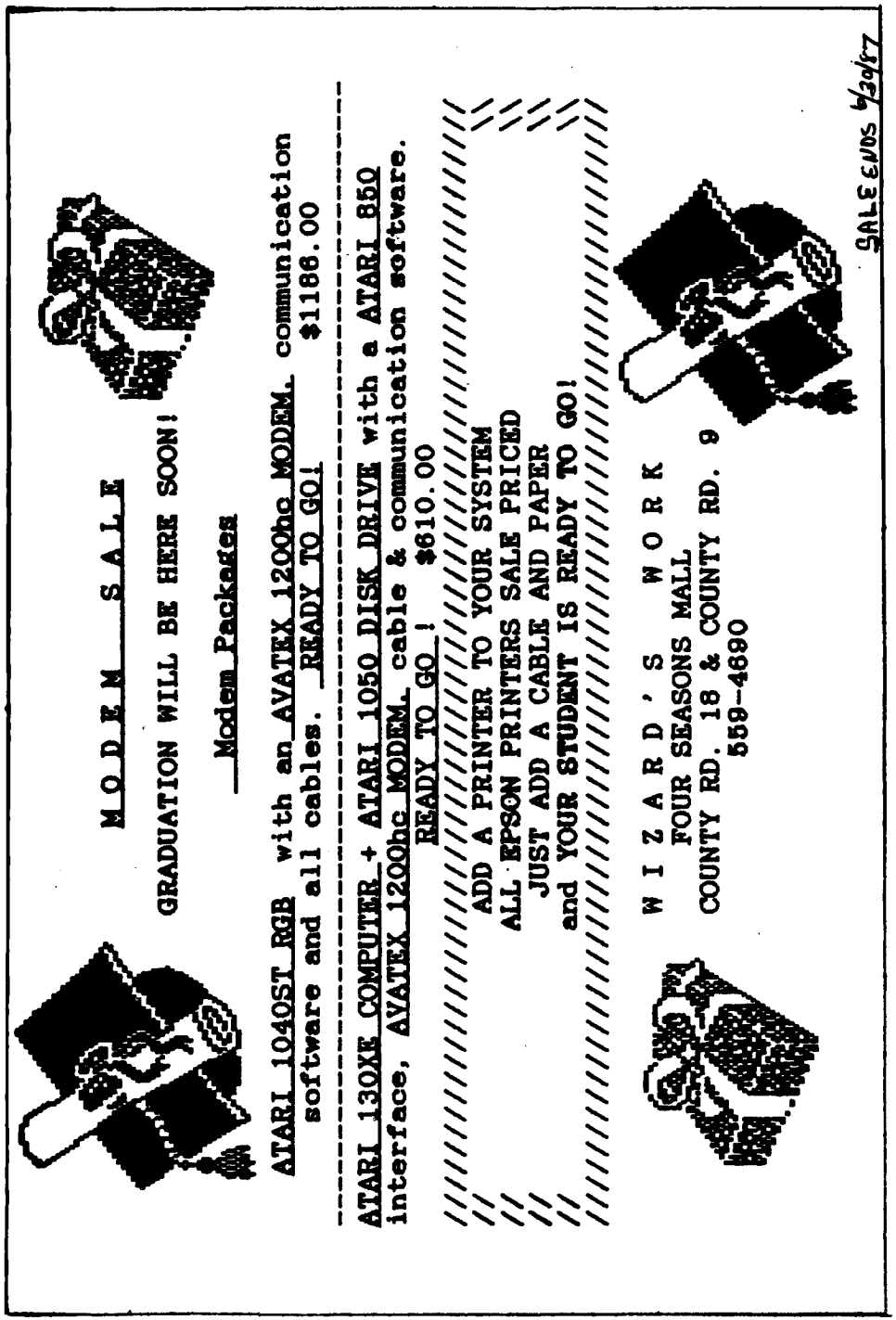
The package comes with the GEM based sound editor, 50 sample sounds and the code necessary to use GIST for 5 C language systems: Alcyon C (and thus Mark Williams C), GST C, Lattice C and Megamax C. After some begging, pleading and grovelling I learned that Antic will be adding the code for using GIST with OSS' Personal Pascal. This addition will be placed in the public domain as it will be useless without the GIST package itself.

On first viewing the directory of the GIST directory one sees five folders and 3 files. There is a folder labelled for four of the C's that contains the code for using GIST. There is a folder just containing the code fro the demo program and another folder containing the 50 sample 'SND' files. The three files are the GIST program, resource and documetation.

The first thing I tried was GIST.PRG the sound editor. The screen comes up with three boxes on the left side of the screen and the menu bar. The boxes allow one to play a sound or sounds in a continuous cycle and to vary the length of one cycle. The next box down allows one to set the duration of a sound. The botom box allows one to change the note being used for the sound or sounds. The menu bar has four main headings besides the 'ACC' column. The headings are 'File', 'Edit', 'Play' and 'Misc'. The 'File' heading is pretty standard. The 'Edit' offers one a reminder on quick commends on editing the volume, frequency or noise. Besides the quick commands one can also just double-click on the appropriate part of the display for a sound and one will be shown the editing screen for the volume frequency or noise.

The first I did was to load in one of the sample sound files. One should allow a LOT of time to waste with this. There isn't any problem - the sounds can be modified so easily that I spent some hours just fooling around with various combinations. While there are 50 sound samples included I must mention that through the monitor speaker about 15-20 of them sounded so alike as to be indistinguishable. That group is variations of a piano. The reason for this is that it makes it much easier to know which parameter to change. I found the way the editor is setup to be very freindly and simple to use. Within the editor one can load in up to three sound files at any one time. The sounds can be played either individually or 'ganged' so that all of them are used. I should mention before I forget that GIST will accept inout from a MIDI keyboard and play the sounds back through the MIDI also.

When a 'SND' file is loaded a window pops up displaying the ADSR (Attack, Decay, Sustain and Release) envelope, the LFO (Low Frequency Oscillator) for both frequency and volume, the frequency curve and the noise settings. All of these can be very easily edited using the mouse. I should mention that GIST makes use of three ADSR envelopes and three LFO's per sound



channel. This replaces the single envelope generator that is burned into the sound chip.

Now, what would you use GIST for? Well, I sure hate to construct the code for sounds from scratch. Also, as I mentioned above GIST reprograms the sound chip and helps provide what the programmers NSQ - "Near Synthesizer Quality". If one is designing a game then one get easily get away from the 'Asteroids' type of sound effects which seems to be very common in the public domain and some commercial products. The disk is not copy-protected and the package works in both medium and high resolution. In my opinion, most people working on adding sounds to a program they are writing will benefit from using GIST both in time savings and the resulting quality of the sounds.

Chuck's Notes
By Chuck Purcell
With comments by Jim Schulz

This month marks the return of Chuck's Notes. This month Chuck starts his quick reference study of the world of ST editors. This month's quick reference guide is for what I call "MicroEmacs with Help." This is one of the nicest and the fastest of the editors around. This editor can be found on MAST DOM #55 with all necessary documentation and source code. The latest update of this was in February of this year. So here we go to Chuck.....

****

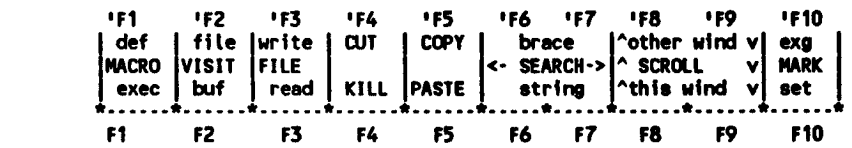
st_aue.ttp CORNELL UNIVERSITY VERSION 1.XX microEmacs adapted to ATARI-ST MicroEMACS - a screen editor. (on the Atari ST) Source By David G. Conroy, mods by Moshe Braner 860624. See copyright notice in file 'main.c'. Compact documentation by CJ Purcell, St.Paul, MN 55113.

file:\me_aue.txt

WHERE:

escape key ~:op control key ^op shift key +op alternate key 'op
(^X^ equivalent)

FUNCTION KEY ASSIGNMENTS:



CURSOR CONTROL:

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-------------------------top-of-document------------------------
~ClrHome beginning                                    ^@ set mark

            /  ~BS del by words
           <   ^BS del to edge   ~/\paragraph
^A          \^H BS del by char   +/\scroll=F8
edge                    ^B /\                                edge
^<- ---------word move +<- ---<-[]->--- +-> word-move------------ ^->
move                       \/ ^F                              move
                F9=scroll +\/     ^D DEL by char  \              ^E
                paragraph ~\/     ^K ^DEL to edge  >
                                    ~DEL by words /


^ClrHome-ending----------bottom-of-document-----------------------
<end of file>
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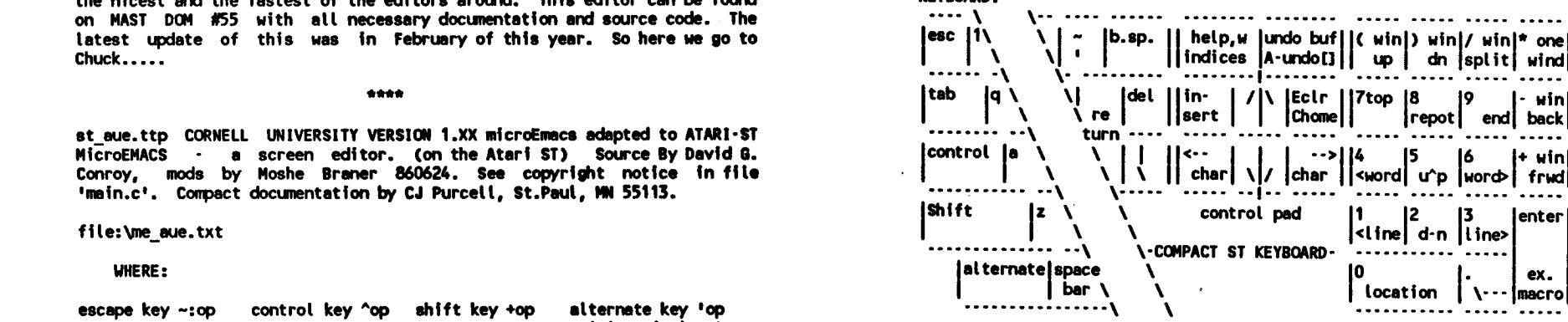
KEYBOARD:



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Well, that's it for this month. Next month, Chuck looks at ST EDT, the ST version of the DEC EDT editor written for the ST. As always, I would again like to thank Chuck for his contribution and suggest other topics to Chuck which you would like covered. Until next month, happy hacking and buy DOMs.

Chicago -- CES NEWS From Saturday, May 30,1987:
by David G. Groves, CIS SYSOP

From the Atari Booth, topped with a real Cessna Airplane, the word was "flying high with Atari". The theme followed through into the exhibit space where Flight Simulator II played from a cartridge on a large screen monitor inside the cockpit of a Cessna. Atari chose to push its game side, and the new computer lines were not being shown. There was a PC Clone getting minimal attention but the absence of MEGA ST's, Laser printers, 1200 baud modems, Blitter enhanced ST's, IBM emulator,and 80 Column Cards, left little doubt that this was to be a game show. Recently appointed Vice President and General Manager of US operations, J. J. (Jerry) Brown confirmed this in his press release of today stating "Atari intends to remain the leader in video game systems and to increase its share of the US personal computer market."

While this author's first impressions (as an Atari _Business_ computer user) were quite negative, given that the preceeding release, titled "ATARI ANNOUNCES AGGRESSIVE NEW MARKETING CAMPAIGN TO SUPPORT VIDEO GAMES AND PERSONAL COMPUTERS" was simultaneously issued with releases titled "ATARI ANNOUNCES 40 NEW GAMES AND LICENSING AGREEMENTS WITH COMPUTER GAME AND ARCADE COMPANIES" and "ATARI TO BEGIN SHIPMENT OF NEW XE GAME SYSTEM BUNDLED WITH THREE POPULAR GAMES" and given that no "business" computer releases were made, a closer reading of the releases lead to some rather surprising hypotheses of the situation. The first page and 3/4's of the 3 page advertising campaign announcement is devoted to game machine promotions planned for the balance of this year, including national TV spots starting in September, comic book ads, in store hardware and software demos, and and full repackaging of the game machines and XE's. Not until the back pages did we note that 4 TV ads (starting late 3rd quarter and running through New Years) and a substantial portion of the new advertising budget (quadrupled from previous levels) would be devoted to the ST's! (This as opposed to 3 new ads starting in September for the games). The budget also calls for some major print ads to follow and support the TV effort.

Now the pessimist will assume that Atari is bent on forgetting the computers in favor of games. The more business oriented will notice that Atari Stock and Sales of ST's have been doing rather well, and that in the introduction of the ST's and MEGA the games assets of the company were nearly step-children. Further, the XE is almost in direct competition with the ST's and likely in an overstocked condition at Atari. The optimist will, therefore, assume that Atari is on a campaign to liquidate the old stock in new boxes, maintain its game market share, and produce the liquidity and corporate energies to actively continue its ST advantage. In assessing Atari's strategies, one must remember that the manpower of this company has sorely lagged it's growth in home computer market share, and that Atari had nothing to do with the conflicting schedules of CES and Comdex this year. With limited manpower and time to produce and to sell product, I am optimistic and feel that Atari made the right decisions in the face of the tough decision forced by The Interface Group's show timing. The balance of this quarter should tell!

(c) 1987 CIS SYSOP*David G. Groves


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*  HAVE PAST OFFICERS PRESENT AT       *
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